



// FRAN ALBURQUERQUE

// 3D Artist / Animator

// INTRODUCING MYSELF

My passion for visual creation and animation drove me to make contact with most of the **3D production** pipeline tasks such as modeling, texturing/shading, illumination rigging and character **animation**.

In addition, my professional background as a photographer and some of my self-taught knowledge such as graphic design or system management provide me with pretty useful complementary skills.

// CAREER HIGHLIGHTS

- **2016-present – freelance 3D Artist and Animator ([demo reel](#))**
 - Completed music video of "[Fuego que te van a dar](#)" song from Crudo Pimento's 3rd albu
 - Nov, 2017 – Exclusively released in Spain by EL País journal
 - Nov, 2017 – Nominated for "I Premios de la Música de la Región de Murcia" as best music video (Spain)
 - Jan, 2018 – Nominated for "Premios de la Música Independiente" as best music video (Spain)
 - Real-life couple characterization as main characters for "[Niño melón](#)" animated short video
 - Completed "[KISS, an animated show](#)" (solo project)
- **2007-2016 - Servicios Informativos de Murcia** (Communication Agency)
 - Graphics department (photography and graphic design)

// TEACHING EXPERIENCE

- **June, 2018 - Masterclass "Animation workflow with Blender"** for "3D Animation and Video Games" HNC students in Cesur Murcia Audiovisual ([link](#))
- **May, 2018 - Masterclass "Independent Production of Animated Music Video"** for "3D Animation and Video Games" HNC students in Cesur Murcia Audiovisual ([enlace](#))



Murcia, Spain



fran@franalburquerque.info



franalburquerque.info



[linkedin.franalburquerque.info](https://www.linkedin.com/company/franalburquerque)



[youtube.franalburquerque.info](https://www.youtube.com/channel/UC...)



[artstation.franalburquerque.info](https://www.artstation.com/franalburquerque)



giingo.org

// MAIN SKILLS

- Animation and rigging of biped/quad/hexapod characters and machines
- 3D Modeling, especially hard surface
- Rendering with Cycles and Eevee. Texture baking and PBR knowledge
- Professional photography/audiovisual
- Vector 2D graphics

// EDUCATION

- 2017-2018 - **PBR texturing with Substance Painter** (Pixelodeon, online)
- 2015 - **Cycles Render Engine** (IHMAN, online)
- 2015 - **Character Animation** (AnimationGym, online)
- 2014 - **Character Rigging** (IHMAN, online)
- 2013 - **Character Modeling** (IHMAN, online)
- 2005-2007 - **HNC in Photography / Audiovisual Communication** (Ramón y Cajal Center, Murcia)

// OTHER SKILLS

- Linux administration and management (16 years of experience)
- HTML and CSS knowledge

// ADDITIONAL INFO

- Languages: Spanish (native), B2 English
- European B and A2 driver's license
- 2002-current - Giingo.org, personal blog